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KONAMI®

PRINCE OF PERSIA

Prince of Persia

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM®

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Introduction

Welcome to an age where people are hard working and the arts are flourishing.

Welcome to ancient Persia.

The kingdom of Persia is at the peak of its civilization and peoples lives are filled with pleasure. One day, the sultan of the kingdom goes off on an expedition and leaves the princess and the government in the hands of his most trusted confidant, the Grand Vizier Jaffar.

However, unbeknown to the sultan, Jaffar is secretly plotting to take over the kingdom, and with the sultan gone, he is poised to make his move.

Jaffar begins his revolt and orders his servants to kidnap the princess. She has fallen in love with a young adventurer from a foreign land. Jaffar orders his guards to abduct the young lovers as they sit on the palace lawn talking happily to each other.

The princess is locked in the top of the gate tower and held against her will. Jaffar, in order to capture the power that he covets, plans to exterminate the sultan and marry the princess. He presents her with an ultimatum — marry him or face a horrible demise. To make matters worse, Jaffar has only given her two hours to decide!

Worried for the safety of the princess, the young adventurer manages to escape from prison. Now he must fight his way from the depths of the palace's dungeons to the gate tower to free the princess, and earn the chance to become. . . Prince of Persia!

How To Play

In *Prince of Persia*, you are the young adventurer who must battle to the top of the tower to free the princess. Along the way you will battle Jaffar's sword-wielding guards and encounter numerous traps. There are dangerous pitfalls and obstacles to overcome, and only two hours to accomplish your task. Quick! Find your sword and free the princess, the clock is running!

Beginning the Game

With the Super NES™ turned off, insert the game pak into the unit. Now turn the power on. You will see the game credits screen, followed by the introduction to the game.

Taking Control

When you are ready to begin your quest, press the START button. This will skip the introduction if it has not already finished. The main game menu will appear, offering you five options:

1. Game Start — Begin a new game at Level One.
2. Continue — Use a password to return to the start of a level reached previously.
3. Training — Play the five training levels to master the controls and movements.
4. Best Time — Lists the best completion times for each level you have finished. (Not saved after power is turned off.)
5. Option —Set up the control pad, sound and repeat options.

To make selections from menus, use the control pad to get to the option you desire, then press the A button to enter your choice.

Beginning From Level One

At the "Prince of Persia" title screen, select GAME START and stage one will begin. The timer will inform you that you have 120 minutes remaining. At the start of the game you are defenseless. First, travel to the lower left area of the level. You will find a sword in the basement.

You will notice three vials in the lower left corner of the screen. These are your life force and when they are all empty, you are sent back to the beginning of your current level. You don't get any time back on the clock when you go back, so be very careful.

Continuing From a Previous Level

Select CONTINUE from the title screen and you will go to the password entry screen. Use the control pad to move the highlighter over the alpha-numeric characters until you have entered the password. By entering a password, you can continue the game from a specific stage.

Passwords: Quitting in Mid-Game

You receive a password every time you complete a level. The password is composed of seven characters in a combination of letters and numbers. If you have a password, no matter how many times you fail or time runs out, you can still continue play with your best time. Even during a game, if you press the SELECT button and choose PASSWORD, you can see the newest password at any time.

Making the Game Easier to Use

Configuring the Controller

Use the SELECT button to open the main menu, then press A to open OPTION. You can then change any of the controller buttons as you wish. There are two modes listed. The middle column is normal mode, the right is battle mode. The options for Normal mode are: Special, Jump Forward, Hang, Time, Crouch, or nothing. You should have each option available on at least one button. Your battle options are Strike or Block. If you want to switch back to the game's original settings, select INITIALIZE, then OK.

STEREO/MONO Selection

The Super NES always uses stereo sound. If the TV you are using is monaural, the sound will come through on only one side when an AV cable is used. The background music is then spoiled. To remedy this situation, change the SOUND setting from *Stereo* to *Mono*. Then both the right-side sound and left-side sound will come out of a single speaker.

The REPEAT Option

Toggling between REPEAT On/Off depends on whether or not you want an action to repeat if you hold a button down. If this mode is On, then shuffling and other actions will continue for as long as the corresponding button is held down.

Train to Gain

In the special Training mode, you can advance through five levels which are designed to help you become more efficient at various challenges the game has to offer. Practicing can help you progress through the game more smoothly, but it is not required. Here is a description of each level:

Training 1 .... Movement control. Very basic climbing and descending practice.

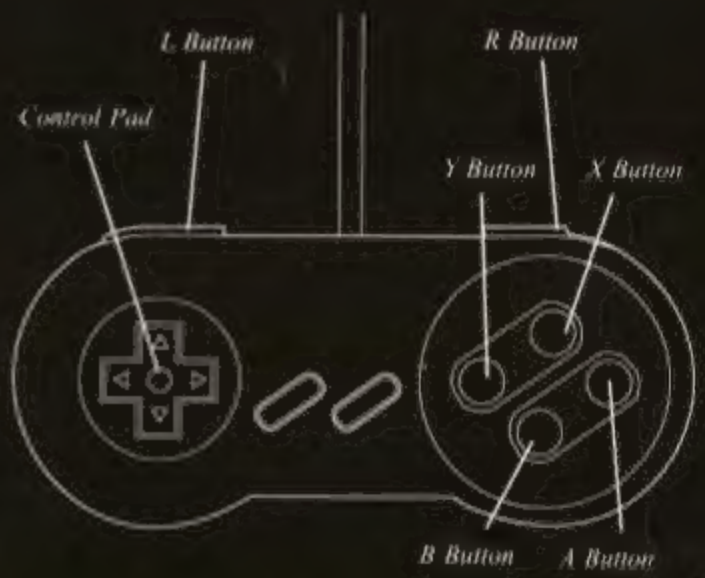
Training 2 .... Jumping practice and an introduction to the dropping floor trap.

Training 3 .... Large jump and running jump practice, and practice avoiding the spike traps.

Training 4 .... Practice getting past the guillotines. You can walk, shuffle or jump, but remember, timing is everything.

Training 5 .... After the training, the battle begins. Divided into attack and defend situations, you must defeat five enemies. Each swordmaster you face will be stronger than the last.

The Controller (Initial Settings)



Control pad: ____ Controls all directional movement — left, right, up and down.

A button: ____ Special. Used in combination with the control pad to shuffle, grab, etc.

B button: ____ Forward jump. Use in combination with the control pad to execute a running jump.

X button: ____ Hang. Cannot be used with the control pad. Use to hang from objects (walls, ledges, etc.).

Y button: ____ Time. Displays remaining time (out of 120 minutes).

R/L button: ____ Crouch. Use to crouch in place.

How to Control Actions

Action:	Control:	Notes:
Run	Left or right on control pad	Move to the left or right. You will take a couple of steps with a single press, so watch out for small footholds.
Jump up; Climb; Break tiles	Up on control pad	Use to grab tiles above you and climb up. Also use to knock off vibrating tiles by poking them. (But watch out when they fall!)
Shuffle	A button and left or right on control pad	Press L/R (on control pad) while holding down the A button. You can walk slowly this way, but only one step for each press of the control pad. If you shuffle at the end of a tile, there is a hesitation before the next step is taken.
Standing jump	B button	From a standing position, press the B button to jump two tiles.
Running jump	B Button and left or right on control pad	While running, press B to jump three tiles. A running start is needed, so you can't do this move on a two-tile foothold. (Or can you? See *Advanced Techniques* later.)
Crouch; Crouch & move	Down ; Down and left or right on control pad	Press the control pad down to crouch in place. Press down and left or right to move step by step and get past overhead obstacles.

VONQLQB

Action:	Control:	Notes:
Descending: Method 1	Face direction desired & move	You can drop one level without harm. Dropping two levels will cost you one measure of damage. Dropping three levels will cost you a life.
Descending: Method 2	Down on pad & facing backward	When you reach the edge of a tile, turn around by tapping the control pad in the opposite direction. Then press the control pad down to lower yourself one or two levels without damage.
Pick up items	A button or down on control pad	Pick up a sword or bottle at your feet.
Battle Mode:		
Move	Left or right on control pad	Move toward or away from an advancing enemy.
Attack (thrust)	A button	Press A to pull out your sword. Also press A to strike at your enemy.
Defend (parry)	B button or up on control pad	This is necessary to avoid the enemy's attack. Press B or up to defend yourself.
Sheath sword	Down on control pad	When you don't want to fight, press down on the control pad to put your sword away. You will be destroyed instantly if struck by your enemy.

Curses! Trapped Again...

There are various traps and obstacles which will be in your way as you attempt to rescue the princess.

Doors and switches: Step on a switch to open (or close!) a door. The length of time a door stays open varies. Sometimes floor or ceiling tiles can be knocked out to weight down a switch and keep a door open.

Dropping floor tiles: These will rattle before they fall. If you run, you can usually cross before they fall.

Dropping ceiling tiles: Jump up and see if the ceiling tiles vibrate. If they do, you can jump and knock them down, leading to a hidden passage. Watch out for falling tiles, though — they can cause damage.

Spikes: Many short spikes snap up from the floor, skewering whatever tries to pass above them. If you jump over them, or shuffle through cautiously, you can usually survive.

Pendulum: It drops and sweeps sharply across your path, cutting you in half if you're not careful.

Guillotine: Twin blades of saw-like steel teeth come together from above and below, and if you don't get the timing right, you're history!

Wall of flame: Shuffle by or time your move right or you will be consumed by these fires rising from the floor.

Lava: Fall in and you will be destroyed. Period.

Mirror: These appear to block your path. Sometimes a running jump has an interesting effect ...

Hidden Rooms: There are several hidden rooms in the palace. You may find useful items in these rooms. Check out the places where there are cracks in the walls.

Powerful Potions

There are, hidden around the palace, bottles of magical Persian potions which can restore a person to full power, or even add power. There are also batches of Jaffar's evil elixirs, which can cause equally harmful effects. Listed below are the different types of potions. You can't always tell what's in a bottle, though. It will take some trial and error.

Healing potion .... Drink this and one strength is awarded.

Poison ..... This causes one damage to your strength. Avoid it!

Cure-all ..... All previous damage is healed, plus your strength gauge is increased by one extra measure.

Floater ..... When you drink this your color changes, and for a limited time you can jump off a high place and float softly to the ground.

Reverser ..... This potion causes your perspective to change. It does no harm, but takes some getting used to.

Teleporter ..... Drink this hidden potion and be whisked off to another place. Can you find it?

The Palace Guard

Jaffar's loyal guards will stand in your way. They are afraid of no one, and all are masters of the sword. Here are a few of the palace's inhabitants:

Soldier — Low in the ranks, but still a fierce fighter.

Amazon — A strong female warrior.

Politician — Don't let his size fool you!

Skeleton — Tough to defeat because it's already dead! Try to make it fall to a different level.

Knight — One of the elite guardians.

Shadow man — This is your alter ego. When he is attacked, you get hurt. How can the two of you get together?

Strategic Tips

- **Get the sword!**
  At the start of the game, you are without a weapon. Deep in the basement of level one, there is a sword. You must find it.
- **Danger — falling tiles**
  There are a lot of loose floor and ceiling tiles in the Palace. The loose tiles vibrate when you are close to them. Try jumping in place to see if anything shakes. If you find loose ceiling tiles, jump up and knock them away. But be careful!
- **Get a grip!**
  If you try a standing jump across a three tile opening, you won't land on your feet. BUT... if you keep your finger on the jump (B) button, then you will grab the edge of the third tile before falling to your fate. Pull yourself up (press up on the control pad) or descend to the lower level if you can. The same principle works with running jumps over four tile gaps.
- **Jump when you must...**
  If you seem to be at a dead end with nowhere to go, why not be brave and make a leap of faith? Just in case, keep your finger on the jump (B) button.
- **Password advice**
  The password is kept if the power is not shut off. This means that even if you Reset the game, you won't lose the password. Some stages you won't be able to clear, and time will run out. At this time, reset and then select CONTINUE to start again with the same time you had after clearing the previous stage.

Advanced Techniques

- **Hanging**
  Hanging is a useful technique if you want to see the screen below you, but don't let your arms get too tired or you will lose your grip and fall. If you keep the A button pressed as you are falling, it is possible to get a grip on a lower tile.
- **Fighting time**
  While you take your time dazzling the palace guards with your remarkable swordsmanship, the clock is running on the fair princess. Use the landscape to your advantage; if you can avoid a battle by going around a guard, try it. You win by rescuing the princess in two hours or less, not by being a bully.
- **Turn around and grab**
  Try this if you want to knock down a floor tile, but you don't want to fall. Run onto the tile you want to knock down. As soon as you're on it, press the control pad in the opposite direction (make a U-turn). Press the A button to get a grip on the tile as you start to fall.
- **Two-tile running jump**
  This is a tough one. To do a running jump, you need three tiles or more. If you want to do it with only two tiles, try this: run in the opposite direction from which you want to jump. Make a quick U-turn. Jump. You'll make the running jump, but this move takes very precise timing.

Special Sound Option

The "Sound Debug Mode" was included to add extra enjoyment. Operating this option is simple. Hold down the START button and press the SELECT button. There are a number of sound tracks from which to choose. Highlight one by pressing up or down on the control pad, then press the A button. After selecting, you will return to the game and your selection will play until you go into a new fight.

Consumer Support

If you feel lost, or just need a boost, don't worry! There is help available. You can try our new Game Hint and Tip Line.

Konami Game Hint and Tip Line:
1-900-896-HINT (4486)

- 70¢ per minute charge
- Touch tone phone required
- Minors must have parental permission before calling

Warranty Information

If you experience technical problems with your Prince of Persia game pak, try our Warranty Services number:

(708) 215-5111

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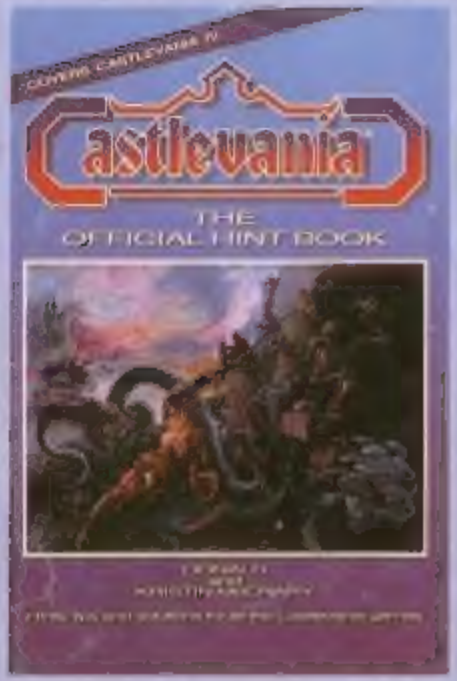

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